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ITI TECHMEDIA TO PRESENT ONLINE GAMES RESEARCH AT NETGAMES 2008

Research paper set to reveal novel network scripting language to help tackle the complexities of online game development

ITI Techmedia today announced that research from part of its Online Games Development R&D Programme will be presented at NetGames 2008. The research paper will be presented by Paul Sheppard of ITI Techmedia and Rich Rowan of Codeplay Software at the event in Worcester, Massachusetts on 22nd October.

The paper, entitled 'Tackling Online Game Development Problems with a Novel Network Scripting Language', describes a new scripting language developed by Codeplay Software on behalf of ITI Techmedia. The research is part of ITI Techmedia's ongoing R&D programme which aims to create technology that will address some of the key market needs in the development and distribution of online games. The network scripting language facilitates the development of deterministic, concurrent, distributed games with assured consistency between Client and Server.

Terry Hurley, Managing Director of ITI Techmedia, said: "As the popularity and size of online games continues to grow, ITI Techmedia recognised the market need for solutions that tackle some of the particular challenges associated with their creation. We have created a scripting language which is unique in that it was designed specifically for the development of interactive applications such as games. The real value comes from the fact that ours is a bandwidth-efficient programming language which hides issues of concurrency, distribution and latency from the programmer thus reducing the need for specialist programming skills."

Andrew Richards, Managing Director of Codeplay Software, added: "The bandwidth requirements for the transmission of data and inaccuracies resulting from the use of replicated programming data can be detrimental to the playing quality of online games. As well as being correct and efficient, an online game should scale to support a large population of game objects and players. Our research has created a programming language that will help game developers beat these challenges."

ITI Techmedia and Codeplay Software's presentation takes place at 1.30pm on Wednesday 22 October at the Worcester Polytechnic Institute, with workshop sessions being held in the Salisbury Labs. For further information contact Gillian Brown at ITI Techmedia on +44 (0)141 240 1187.

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Notes to Editor

For further information, interviews or photography please contact:

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About ITI Techmedia

ITI Techmedia is a commercial organisation focused on driving sustainable economic growth in Scotland, through the ownership of commercially targeted R&D programmes that deliver world-class intellectual assets. It identifies technologies required to address future global market opportunities, then funds and manages R&D Programmes and the subsequent commercial exploitation of new intellectual property (IP).

Further information is available on the website: www.ititechmedia.com.

About Codeplay Software

Codeplay is an innovative software compiler technology company based in Edinburgh, UK. Our mission is to make it easy for non-specialist programmers to exploit the power of multi-core processors, whether they are converting legacy code or writing original code.

Codeplay was formed in March 2002 and its first product was launched in July 2002.

Codeplay now employs 19 highly skilled engineers, supporting clients in the USA, Japan and UK from its Edinburgh HQ. Codeplay was a finalist in the 2007 Institute of Engineering & Technology Innovation in Engineering Awards for its Sieve C++ Parallel Programming System.

Further information on Codeplay is available at www.codeplay.com.



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